Duel Mode quick rules

SETTING UP

Each player **draws 7** to their hand and puts **3 face down** into their CZ. **Flip a coin**: the winner may go first. The first turn skips Reset and Check — it starts at Draw: **draw 2**.

YOUR TURN

1. RESET PHASE un-rotate all your cards.
2. CHECK PHASE only cards that say so do something here.
3. DRAW PHASE Righteous: **2 + your Dependence Level**. Evil: **2 + your Evil Habituals in play**. If you have drawn your entire deck, you may draw from the face-down cards in your CZ. **Nothing left to draw: you lose** (never draw from your discard pile). **Draw all at once** — nothing can be played in the middle of the Draw phase.
4. COST ZONE PHASE put **up to 4** cards from your hand face down into your CZ. **No cards may be played in the middle of the Cost Zone phase.**
5. MAIN PHASE play your cards. At the end, **discard down to 7**.

WHEN YOU CAN PLAY

"Any time" means on anyone's turn (Impulse speed) — except in the middle of someone laying cards into their Cost Zone.

RIGHTEOUS SIDE

Righteous Unctions — **any time**
Resistances — **only in response** to an opponent's card being played
Maturities · Righteous Habituals — **only on your turn, in your** MAIN PHASE

EVIL SIDE

Evil Unctions · Temptations — **any time**
Evil Habituals — **only on your own turn**

WHITE CARDS — EITHER SIDE

Impulse — **any time**
Response — **only in response** to an opponent's card
Undertaking — **only on your turn, in your** MAIN PHASE

You may play **before or after a phase** — "Before my COST ZONE PHASE, I play this Impulse", "Before my DRAW PHASE …" — or **in response** to a card being played. On another player's turn, only then.

GAINING HUMILITY

Rotate **3 of your own untapped Righteous Habituals** for **+1 Humility** — on any turn, as often as you have 3 to rotate.

Every **10 Humility** raises your Dependence Level by 1 (and Humility goes back to 0).

At **0 Humility**, losing more means **discarding that many**

RESISTING A CARD

When anyone plays a card, another player may resist against it **in one of two ways**:

- **Pay its red cost** 3 by rotating cards in your CZ — **always the red, never the green**. A red **+2** means 2 more than was paid to play it. You may pay **more** than the red cost, to make it harder to counter.
- **Or play a Resistance card** — read it: **some don't actually resist**.

REWARDS

Every time **you play a card**, and every time **you resist a card**:

	any card	a Permanent (a Habitual…)
Evil	1 draw 1	2 draw 2
Righteous	+1 +1 Humility	+2 +2 Humility

Alone on your side? Pay a **target-change fee** of 2 per effect or boost to have it benefit or refer to **you** instead of another Player on your side.

COUNTERING A RESISTANCE

After someone resists your card **by paying from their Cost Zone**, you may counter it: **rotate your own untapped Habituals whose green costs add up to at least the full amount they paid** — then their resistance is cancelled and your card goes through.

Paying more than the red cost makes a counter harder. Rotated Habituals stay rotated until their owner's Reset.

REMOVING A HABITUAL — BATTLE

Habituals **can't be removed by paying** from your Cost Zone. To get rid of one, **attack it in Battle** — or play a card that breaks or discards it.

Battle, in short: on your turn, in your MAIN PHASE, your Habitual attacks one of theirs. Both sides rally — rotate cards for points to add to **Green** or **Red**. Then each **Green** hits the other's **Red**: the card hit takes **half the damage as Weaken counters**, and one whose Red falls to **0 is destroyed**. The bigger excess wins rewards.

WEAKEN **−1 Red** each STRENGTHEN **+1 Red** each — harder to destroy.

The whole Battle on one page: ChristianityGame.com/duel-sheet?part=battle

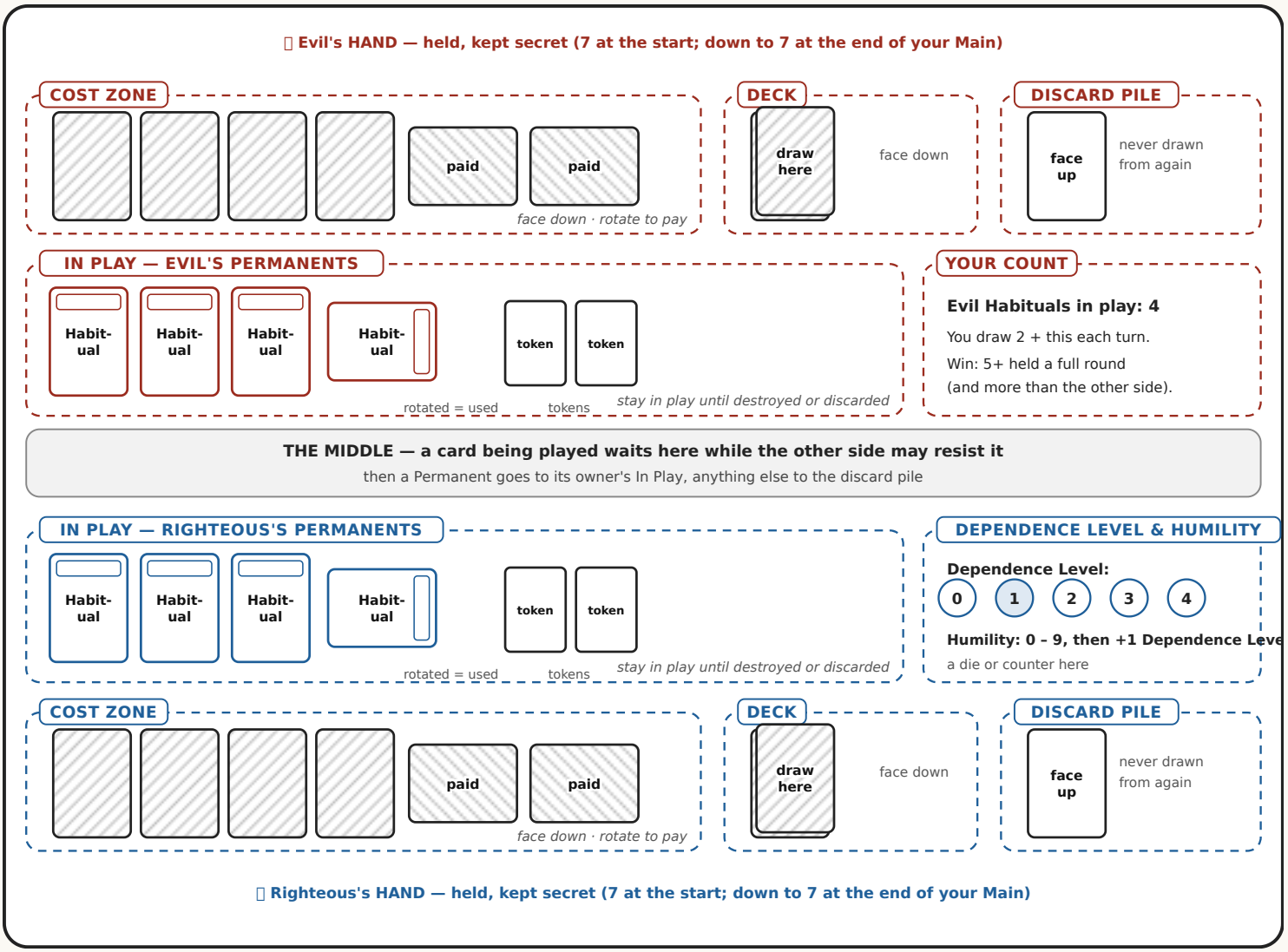
HOW TO WIN

Evil: 5 or more Evil Habituals in play per Evil player (10 for two, 15 for three) **AND a majority over the Righteous side** — held for **one full round**.

Righteous: every Righteous player at Dependence Level 3+, with **no Evil Habituals in play** against them — held for **one full round**.

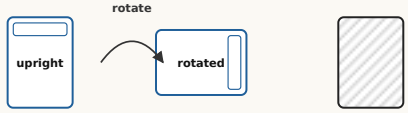
Playing Area where everything goes

1 V 1 — YOUR SIDE AND THEIRS



Sit across from each other. Your area mirrors theirs: your Permanents nearest the middle, your Cost Zone, deck and discard pile behind them, your hand in front of you.

UPRIGHT, ROTATED, FACE DOWN

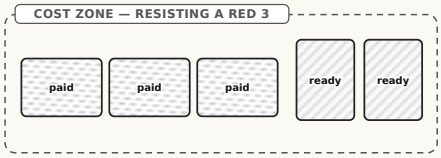


Upright
ready to use

Rotated
used this round — until your Reset

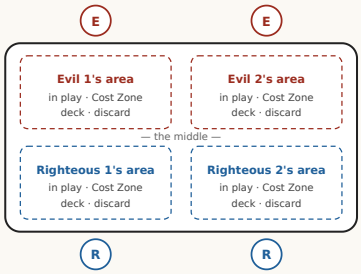
Face down
a Cost Zone card (or your deck)

PAYING FROM THE COST ZONE



Each face-down card rotated pays 1. They stand up again in your Reset
Always the red cost — never the green.

2 V 2 — TEAMMATES SIDE BY SIDE



Each player keeps their **own** area. Only **your own** Evil Habituals count for your draw.

Battle experimental

WHO ATTACKS

The player whose turn it is, in their **Main** phase. Each attacking Habitual picks **1** of the opponent's Habituals.

Evil may attack with a Habitual played this turn; Righteous may not.

EACH CARD'S NUMBERS

Green = **attack**. **Red** = **defense** (−1 per Weaken, +1 per Strengthen counter).

Buildings can't Rally or Attack and deal no damage while Defending — but they can be attacked, and defend with their **Red**.

1 · RALLY YOUR TROOPS

Rotate cards (or pay) for rally points:

pay 1	a token	face-up Cost Zone card	Habitual in play
1	1	2	its green + Strengthen − Weaken

Righteous rallies first, Evil last. Put each point on your battling Habituals — on **Green** or **Red**.

Rotated Habituals can't attack or rally.

2 · REINFORCEMENTS

Before the battle ends, play a Habitual (in your Main) and **rotate it at once** to add its green to one of your battling Habituals — even after the rally. A token that arrives during the battle can do the same (1). Tokens already in play can only rally.

Cards played into it: once a battle is declared, any card you play that is **not resisted** may add its green as rally points to one of your battling Habituals.

3 · DAMAGE

Each **Green** hits the other card's **Red**, dealing up to that Red. The card hit takes **half, rounded down, as Weaken counters**. Both cards take theirs.

A card whose Red falls to **0 or below** is **destroyed**.

4 · WHO WINS

Excess = Green − the other's Red. Each side with excess above 0 gets **half, rounded down (at least 1)**, as reward points.

The bigger excess wins the battle: +1 more point. No excess on either side: nobody wins.

5 · SPEND YOUR REWARD POINTS

Split them as you like:

- **Draw** that many.
- **H+** — Righteous gains that much Humility; Evil instead makes the Righteous player **lose** it.
- **Heal** that many Weaken counters, or **add** that many Strengthen.
- **To the Cost Zone**: half the chunk (rounded down) drawn into your Cost Zone.

EXAMPLE

After the rally, **G4 R5** attacks **G2 R3**.

- Attacker: 4 − 3 = **1** excess. Defender: 2 − 5 = −3, none.
- The 4 deals 3 → **1 Weaken**. The 2 deals 2 → **1 Weaken**.
- Attacker wins: 1 ÷ 2 → at least **1**, +1 for winning = **2 points**.

Christianity Card Game — Symbols

What each mark on a card means

PAYING AND SPENDING

- 2 X — Pay 2 Cost from your Cost Zone — or X, and the card says what X is.
- 2+X — Pay 2 plus X — one cost, X as the card says.
- 1 : — A cost that starts an ability — pay it to do what follows.
- 4 one payer / 5 ≤2 payers — Pay 4 all from ONE source (no mixing) — or 5 from at most two sources.
- 2 other pays — Pay 2, paid by someone ELSE — another player, not you.
- 5 — Resist cost: what must be paid to resist this card.
- Rotate — turn the card sideways to use it.
- : — A rotate ability: rotate this card to do what follows.

GAINING AND LOSING

- 1 1 → CZ 1 → CZ — Draw 1 — into your Hand; straight into your Cost Zone face down; or into your Cost Zone FACE UP, playable from there.
- 1 — Lose 1 — discard a card (the card says from where).
- +1 -1 — Humility — gain 1, lose 1.
- 5 +2 -1 — Counters — a counter, one showing 5, add 2, remove 1.
- WEAKEN — A Weaken counter. A card with any Weaken counters can be discarded by paying its Resist cost minus the number of Weaken counters on it.
- STRENGTHEN — A Strengthen counter. Each one adds to the card's Resist cost, making it harder to remove.
- A token.

KINDS OF CARD

- Unction (Righteous or Evil) and the white Impulse — the fastest cards: play them at any time, except in the middle of the COST ZONE PHASE. Every Unction also counts as an Impulse.
- Maturity — only playable on your turn, during your MAIN PHASE.
- Resistance and Response — played only in response to an opponent's card being played. A Resistance answers a Temptation; a Response is the white one, for either side (its arrow also sits beside every Resistance card's icon).
- Habitual — Righteous or Evil — stays in play. A Righteous Habitual only on your turn, in your MAIN PHASE; an Evil Habitual only on your own turn.
- Undertaking — the slow white card: only playable on your turn, during your MAIN PHASE.
- Temptation — Impulse speed: play it at any time, except in the middle of the COST ZONE PHASE.
- Permanent — stays in play after it is played.
- Building — stays in play like a Habitual (shown with the Permanent stone). A Store sells things — tokens, for now. Every ability needs one of your side's Habituals rotated AND its cost, on your turn; never while the Building is rotated. In Battle it cannot Rally, Attack or give damage while Defending — but it can be attacked and defended.

ROTATE AS A COST

- Rotate a Habitual you control — on your side's cards its own Habitual; on a White card, either side's.
- 2 — Rotate 2 Habituals you control — or as many as the number says. On a White card, either side's.
- Rotate a Permanent you control.
- Rotate a Token you control.
- CZ — Rotate a face-up card in your Cost Zone.
- or — Both Habituals, or — a Righteous or an Evil Habitual (no rotate).
- & — Both Habituals, and — a Righteous and an Evil Habitual.

LIMITS AND LEVELS

- MAX 3 /turn · MAX 2 /phase · MAX 1 /round · MAX 2 /game — At most so many times — per turn, per phase, per round (every player's turn), or in the whole game.
- MAX /round · MAX /round — At most once per round for each Habitual (or Evil Habitual) you have — a Building's limit.
- L2 · ≥L2 · ≤L3 — Dependence Level 2 — exactly, 2 or higher, 3 or lower.
- REVERSAL 1 — Reversal 1 — a loss of 1 becomes a gain of 1.

SIDES AND MODES

- RIGHTEOUS · EVIL — The Righteous side, the Evil side.
- OPPOSING SIDE — The opposing side — on white cards, which either side may play.
- AUTOMATED EVIL · DUEL MODE · SOLO MODE — Modes — Evil played by the game itself (no Evil player); Duel (Righteous against an Evil player); Solo (one player).

PLACES ON THE TABLE

- DECK · HAND — Your Deck, your Hand.
- CZ — The Cost Zone — the cards that pay costs.
- DISCARD PILE · RESISTED PILE · FAILED PILE — The piles — Discard; Resisted (Temptations resisted); Failed (Temptations not resisted).
- PLAY · ACTIVE — In Play; the Active zone, where a card being played waits.
- Face up, face down.

PHASES OF A TURN

RESET PHASE · CHECK PHASE · DRAW PHASE · COST ZONE PHASE · EVIL PHASE · RESISTANCE PHASE · MAIN PHASE · DISCARD PHASE

In order: Reset (cards back upright) · Check (start-of-turn effects) · Draw · Cost Zone (cards into the Cost Zone) · Evil (the Evil side draws and plays) · Resistance (only Resistance cards) · Main · Discard (down to your hand size).

CARD COLORS — RIGHTEOUS

- blue
- green
- silver
- gold

Blue, Green, Silver — and Gold, more than one color.

CARD COLORS — EVIL

- red
- orange
- brown
- black

Red, Orange, Brown, Black.

CARD COLORS — WHITE

- white — White — either side may play it.

BOOSTS — PAYING EXTRA FOR MORE

A **boost** is a line in a blue band: a cost, a colon, and what it does — for example 2 : Draw a card. When the card is played, the player the balls name may pay that cost to get the extra. The balls say **who** may pay; the marks in front of them say **how often** and **when**.

WHO MAY PAY

- **Self** — Only the player who played the card may pay.
- **Brotherly** — Another Righteous Player may pay — the dark ball is you, the lit one your partner.
- **Any** — Anyone on your side may pay — not the other side.
- **Bounce-back** — When anyone ELSE pays a boost, you may then pay this one.

HOW OFTEN AND WHEN — IN FRONT OF THE BALLS

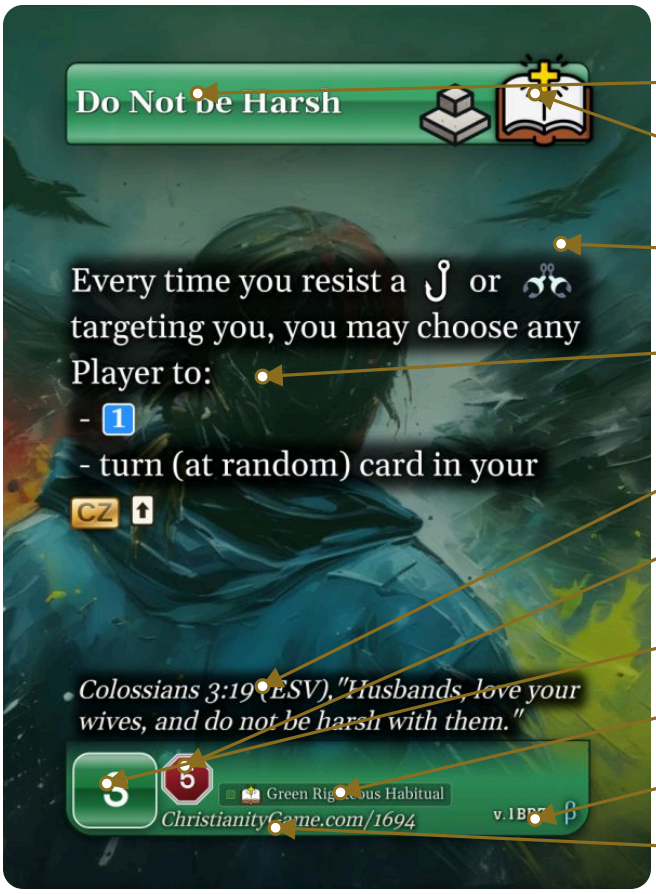
- ∞ **Multi** — May be paid more than once.
- **Perm — the stone** — May still be paid while the card is in play. Only on Habituals and tokens, and nearly always with a limit such as MAX 1 /turn.
- ⚡ **Fast** — Paid BEFORE the card does its action, not after.
- ⚡⚡ **Ultra fast** — Lay the card down before paying its cost, pay this instead, and do what it says — instead of playing the card, or as well. Always the top line of the card.

PUT TOGETHER

- **Multi Any** — Anyone on your side, as many times as they like to pay.
- **Perm Any** — Anyone on your side, while the card is in play.
- **Perm Multi Brotherly** — Another Righteous Player, more than once, while the card is in play.
- **Fast Self** — Only you, paid before the card's action.

Parts of a Card **Christianity: The Card Game**

Every card is laid out the same way



Name
"Do Not be Harsh".

Type icon — Righteous Habitual
A Righteous Habitual — stays in play (the stone); played only on your turn, in your Main Phase.

Art
The picture.

What it does
The rules, in words and icons — every icon is on the Symbols sheet.

Verse
A Bible verse that goes with the card.

Red cost — 5
Pay this from your Cost Zone to resist against it — and its defense in Battle.

Green cost — 3
What you pay from your Cost Zone to play it.

Color and type
Its color — whose side — and its kind, in words.

Version
Which printing of the card this is.

Card number
Look it up online: ChristianityGame.com/1694.

Name
"Sin Kills".

Type icon — Temptation
A Temptation — the Evil side's attack, played at any time (Impulse speed).

Art
The picture.

What it does
The rules, in words and icons — every icon is on the Symbols sheet.

Verse
A Bible verse that goes with the card.

Red cost — 3
Pay this from your Cost Zone to resist against it.

Green cost — 3
What you pay from your Cost Zone to play it.

Color and type
Its color — whose side — and its kind, in words.

Version
Which printing of the card this is.

Card number
Look it up online: ChristianityGame.com/2168.

